
Subject: Re: ONE and assignement
Posted by [mdelfede](#) on Sun, 29 Jul 2018 08:22:36 GMT
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So the only way to deep copy an One<> is to use:

```
One<AClass> A = new AClass(1, 2, 3);  
One<AClass> B;
```

```
B = new AClass(*A, 1);
```

Assuming that AClass has a deep copy constructor, right ?
I'm missing the polymorphic deep copy...
Btw, also the clone() complains about missing DeepCopyNew.
